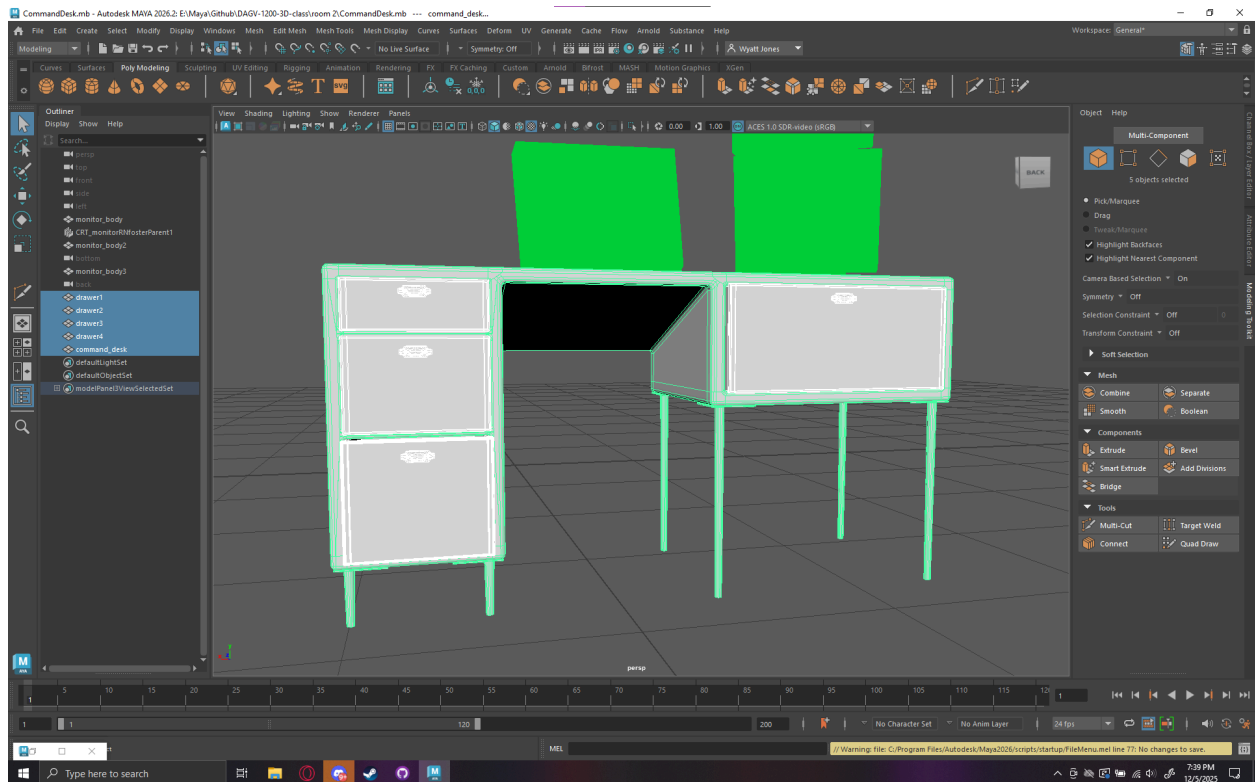
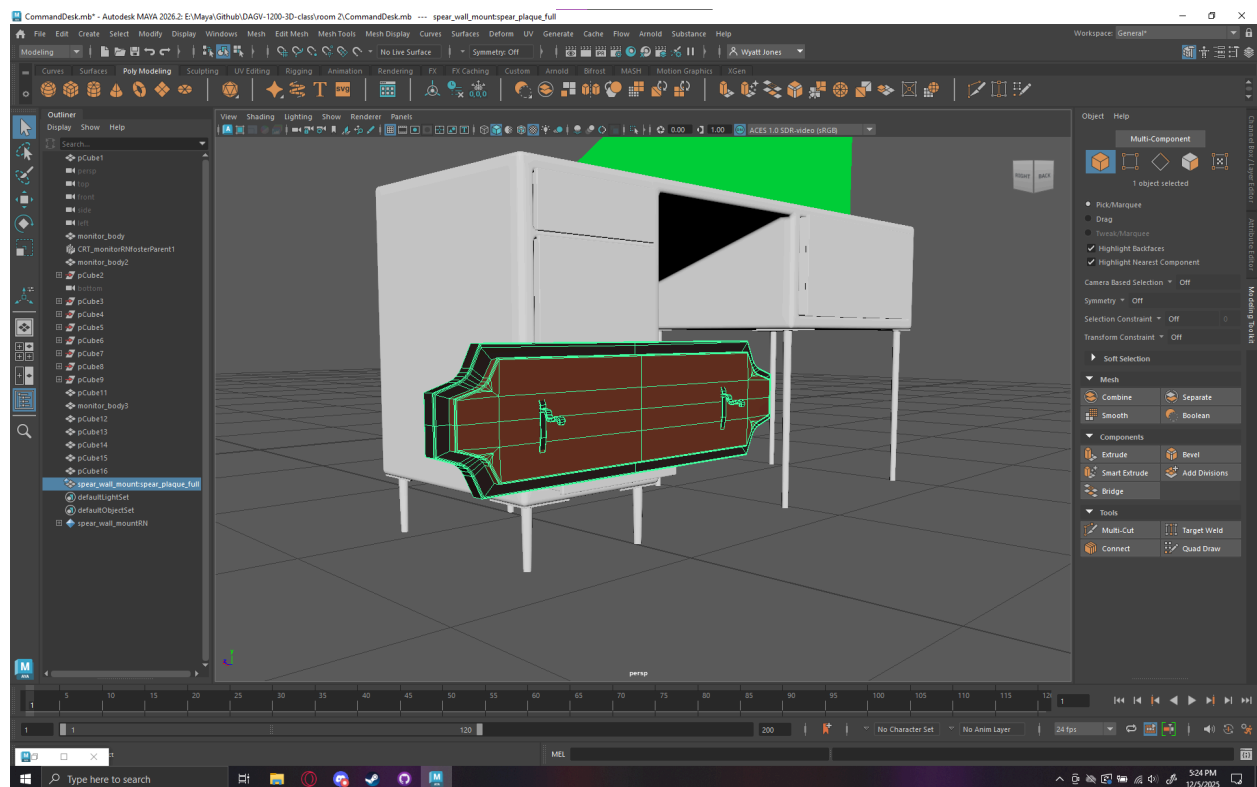


This lab was once again a lot to handle, and I apologize for being a day late a second time. This lab I made a desk I call the command desk, and finished my basic layout.

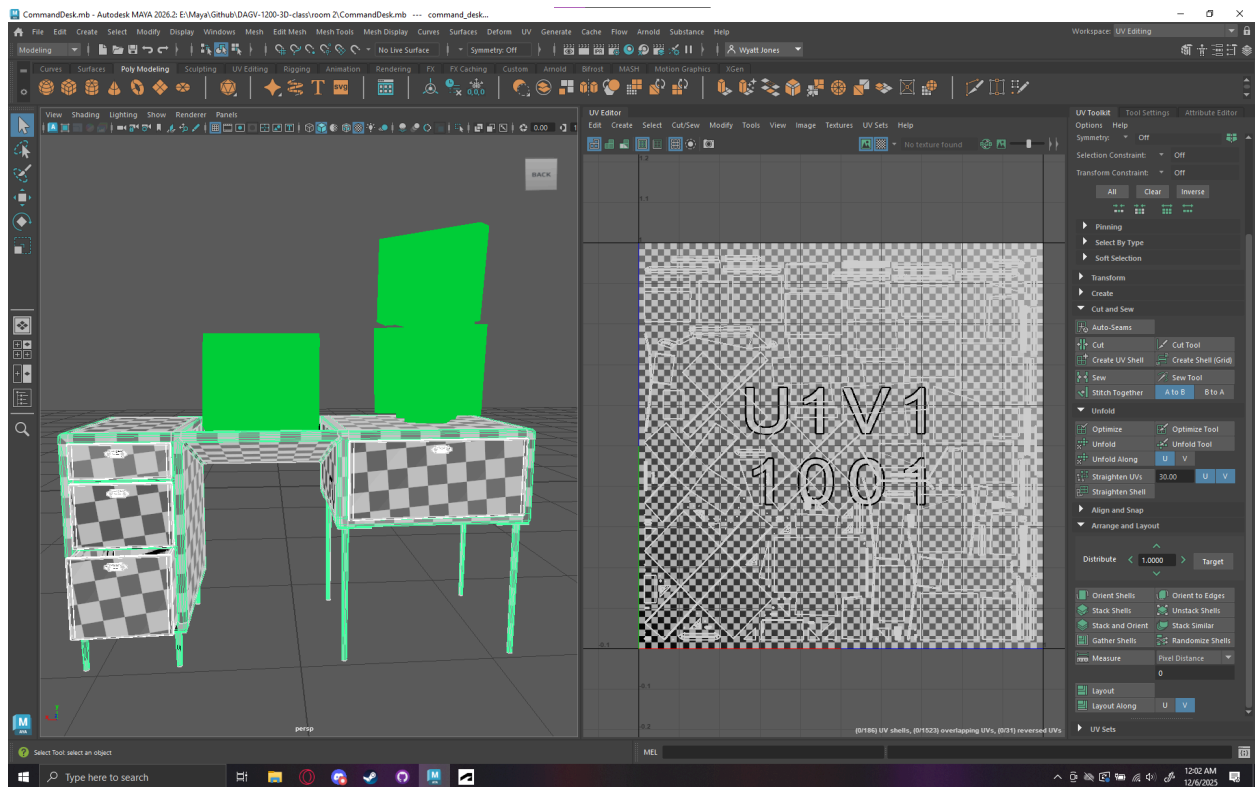


This is the basic topology, and I reverted to some old habits. I gave up trying to have everything welded together properly, and instead accepted surface details simply wedged into place and combined into the object.

I also repurposed the spear plaque from the first room to create handles for the desks drawers. And then gave them a brass texture, with the handles themselves being black plastic to help it look cheaper.



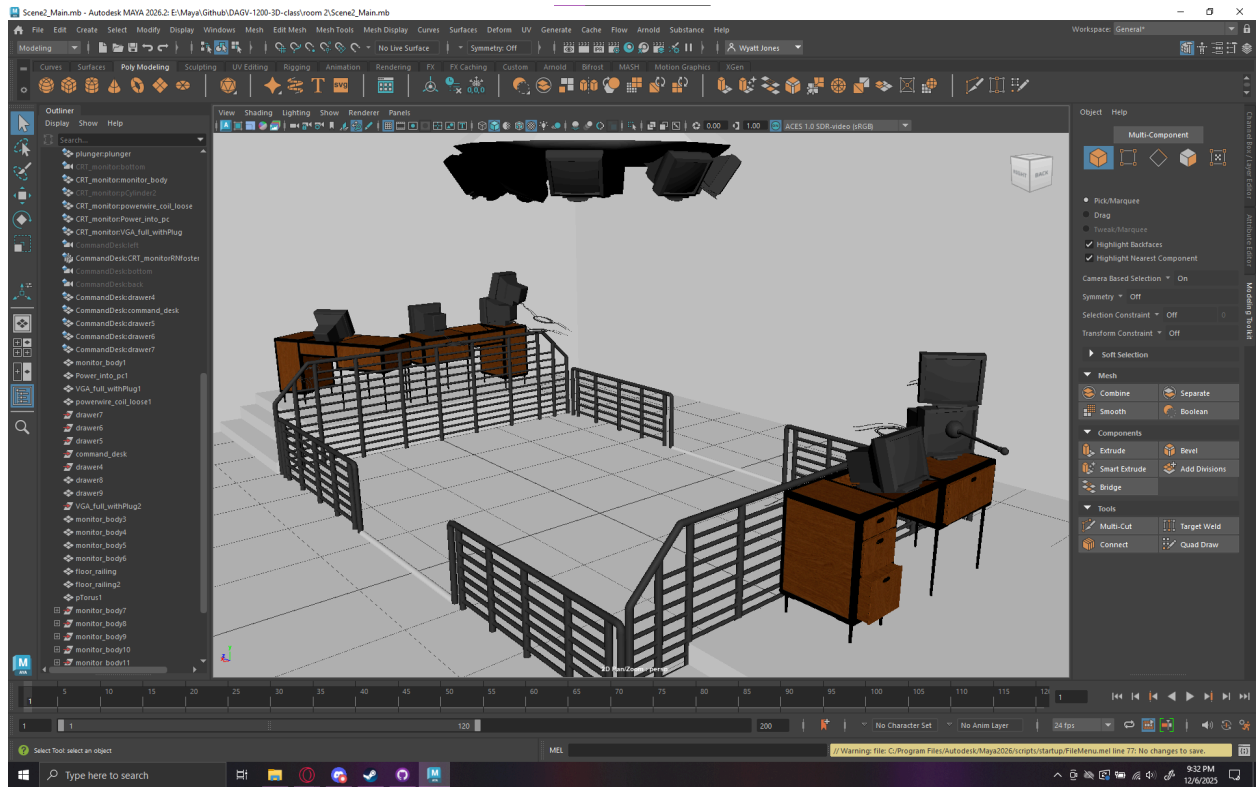
UVS



Texturing



In scene and layout.



Github: <https://github.com/Squishitron/DAGV-1200-3D-class>

Youtube: <https://youtu.be/L724LQkNe04>